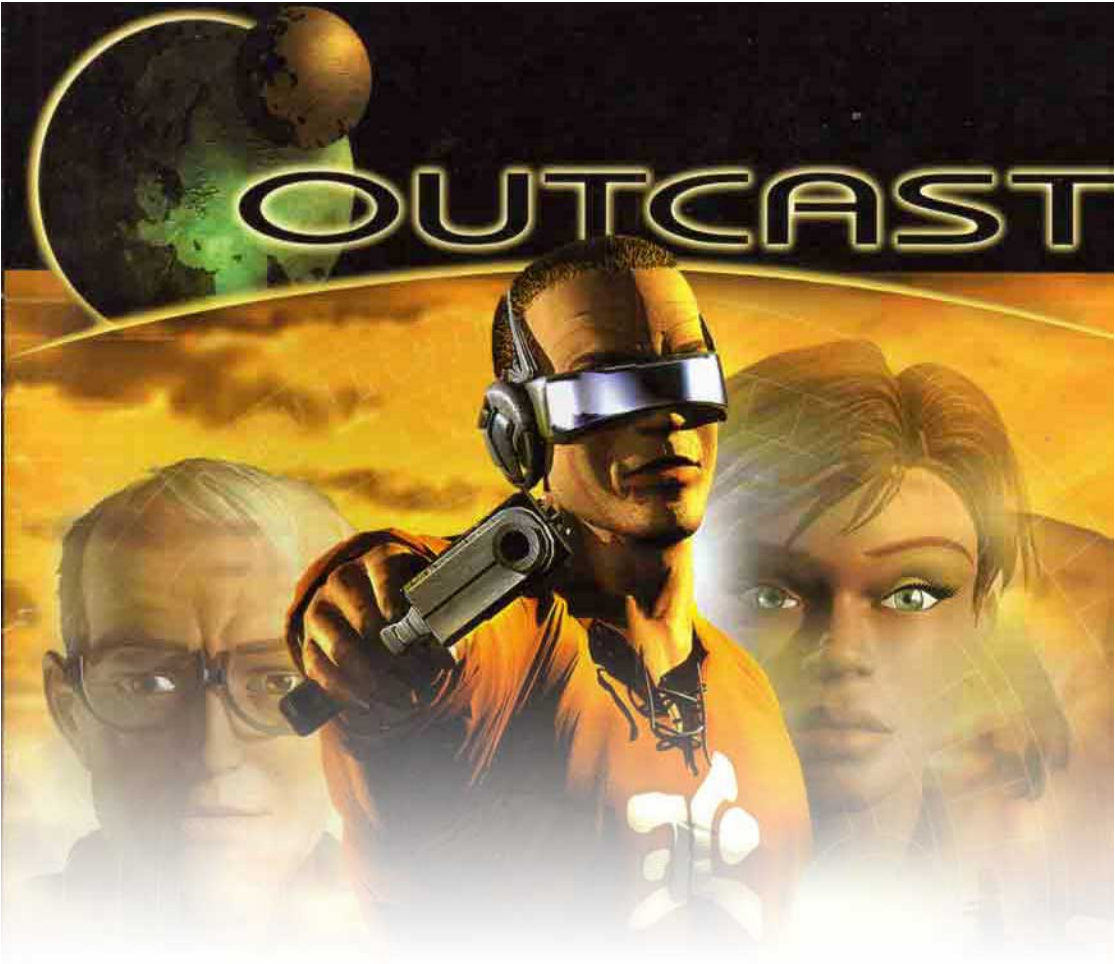

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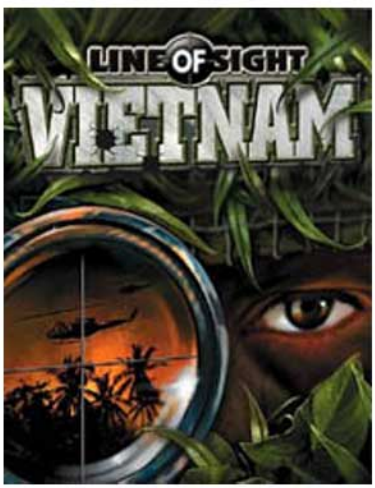

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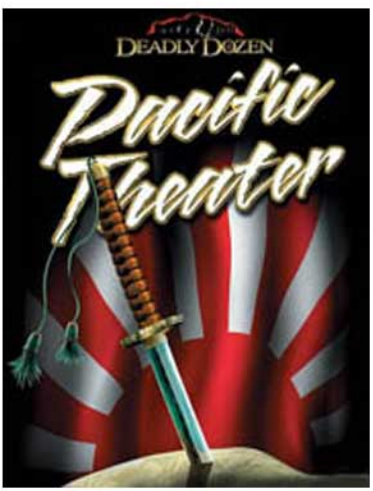

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The manual begins on the next page>

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"The prophecy is about to come true...The Ulukaï has come from the sky to defeat FAE RHAN and free our people."

Shamaz Zokrace

As part of a covert experiment, the US military deploys a probe designed to prove the existence of a parallel universe hidden from our own. Though the probe successfully reaches a planet Adelpha in the alternate universe, its first crucial data transmission is mysteriously cut short.
The probe's unexpected demise triggers a disastrous chain of events resulting in a black hole that threatens to engulf the earth. Unless the missing probe can somehow be found and repaired, the earth itself is doomed.

You are Cutter Slade. Commander of an elite team of scientists chosen to embark on a high stakes mission that will determine the fate of the earth. Standing between you and mission success lies an alternate world populated by mysterious creatures, intelligent beings, and a hostile environment. And that's just for starters...

I - GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

- 200 MHz Pentium MMX IBM PC computer or 100 % compatible.
- At least 600 MB of free space on the hard drive.
- 32 MB RAM.
- 4x CD-ROM drive.
- Sound card compatible with Windows® 95 or Windows® 98.
- Video card with 2 MB of memory.
- Windows® 95

RECOMMENDED SYSTEM

- 300 MHz Pentium II IBM PC computer or 100% compatible.
- At least 600 MB of free space on the hard drive.
- 64 MB RAM.
- 8x CD-ROM drive.
- Sound card compatible with Windows® 95/98.
- Video card with 4 MB of memory.
- 4-axis joystick.
- Windows® 98

HARDWARE ALSO COMPATIBLE

- Pentium III
- AMD-K6-Processor with 3D Now!
- 128 MB RAM.
- 3D sound card.
- Compatible Sound Card EAX
- Microsoft Force Feedback Joystick.

INSTALLING THE GAME

Insert the OUTCAST CD 1 in your CD-ROM drive. Wait until the installation window appears. To install OUTCAST, follow the on-screen instructions.

Note :

If this window does not appear on screen after having inserted the OUTCAST CD 1 in the CD-ROM drive, simply double-click on the "Work station" icon on the desktop, then double click on the OUTCAST icon (or the CD's icon) then on the "Outcast" file to reach the installation menu.

At the end of the installation, you will be asked to allow the program to install DirectX 6. If your computer already has these file managers, it is not necessary to reinstall them, unless you are uncertain of the version you have, in which case the reinstallation is recommended.

Warning:

The CD OUTCAST 2 must be in the CD-ROM drive before launching OUTCAST.

2 - OPTIONS

THE START-UP MENU

When you launch the game, you will get the following menu.

NEW GAME Start a new game with the selected parameters.

LOAD GAME To launch a saved game, choose the game to which you would like to return. Click on the red cross to cancel and return to the main menu.

SETTINGS This will access to all of the game's setting options.

QUIT To quit the game and return to Windows®.

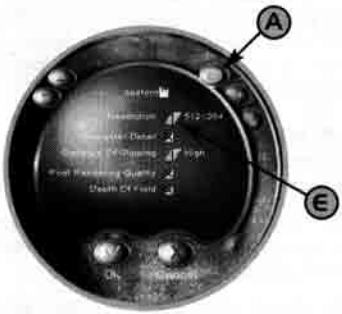
SCREEN OPTIONS

Several settings are proposed in this menu. The icons at the top right allow you to move from one category of settings to another. The arrows at the top left allow you to move from one screen to another:

Observation:

To obtain a description of the proposed settings, move the mouse pointer over the boxes to be checked.

Click on the "OK" button to confirm your choice or on "CANCEL" to return to the main menu without validating your choices.



PERFORMANCE SETTINGS

Click on the " A " icon at the top right to change the resolution and the level of detail displayed in the game. You can either set all of the options yourself or choose among the different settings proposed (in relation to the speed of your processor). The setting of the game's options will thus automatically adapt to your machine's performance. For this, use the arrows to choose settings that correspond to the power of your microprocessor.

However, we suggest that you do not change the configuration since it is automatically defined during the game's installation.

GAME SETTINGS

The game starts by default with the "Voices" option (spoken dialogue) without subtitles. If you check the subtitle box, the dialogue will be displayed on your screen (you can play with the voices and the subtitles). If you don't check the "Voices" box, the subtitles will be selected automatically.

If you would like to play using the mouse, use the "Mouse Sensitivity" setting.
The "3D Sound" option allows you to activate the 3D sounds (Warning, you will diminish the game's performance if you activate 3D sound and your card doesn't support this option).

If you own a SoundBlaster sound card which supports Environmental Audio Xperience™ effects, checking the "EAX" option allows you to take advantage of advanced sound options. You can adjust the balance of volume between the music and the sound effects by using the "Mix CD <-> sfx" setting: move the cursor towards the left to favour the music or towards the right to highlight the sound effects.

This option is very useful since it allows you, for example to make up for the volume level differences between CD-ROM drives.

The "Volume" button allows you to adjust the general volume of the game (music, voices, sound effects)..

The "Force feed back joystick" option allows you to activate the force feed back possibilities for joysticks offering this alternative.

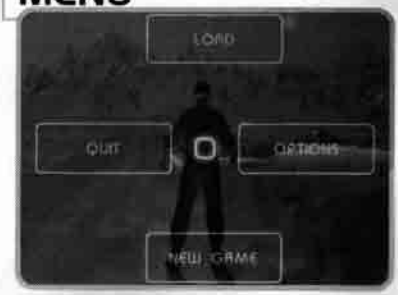
The "frame" option allows you to reduce the size of the pixels by placing a black frame around the image

CONFIGURE CONTROL

This menu allows you to reassign the buttons of your choice for each of the actions.

To assign a new button (or a button of the mouse or the joystick), click on the action to be set then press the corresponding keyboard button (or one of the buttons of the mouse or joystick). Three different buttons can be assigned to the same action.

THE GENERAL MENU



You can access this menu while playing the game by pressing "Esc."
You will have the choice:

- to return to the game,
- to restart a new game from scratch,
- to load a game,
- to modify the general volume of the game, the balance of the volume between the music and the sound effects or the sensitivity of the mouse and the display modes.

To navigate in this menu, use the keyboard arrows (or joystick) to highlight the desired option then click on the primary action button to confirm your choices. Select the central box to leave this menu.

3 - CUTTER SLADE'S GEAR

Cutter Slade has state of the art equipment for this mission. The majority of his gadgets and weapons were transferred inside a technical pod freighter transported to Adelpha before the Rescue Team. Upon departure, Cutter only has his Head-Up Display (HUD) which functions as a direct bio-neural interface with all his gear.

HEAD UP DISPLAY

The HUD, reacting to neural impulses, allows Cutter to use all his equipment: advisor, miniaturization backpack, aiming system, map and scanner... A holo-visor appears in front of Cutter's eyes each time he wishes to consult an assortment of information... (map, notepad...).

ADVISOR

The Advisor provides Cutter with an assortment of information permanently appearing on screen or displayed according to the actions carried out by Cutter.

THE LIFE BAR:

At the top right of the screen, it represents Cutter Slade's general state of health. This bar will shrink each time the hero is hit while fighting; each time he falls from too high up... Cutter dies when the life bar drops to zero (cf. § 6 - Life Management).

THE CONTEXTUAL ICON:

Permanently displayed at the top left of the screen, this icon represents the action the hero can carry out at this exact moment by pressing on the primary action button (cf. § 5-. Actions).

THE COMPASS:

Permanently displayed at the top centre of the screen, it prevents Cutter from losing track of the direction he is travelling.

THE OXYGEN BAR

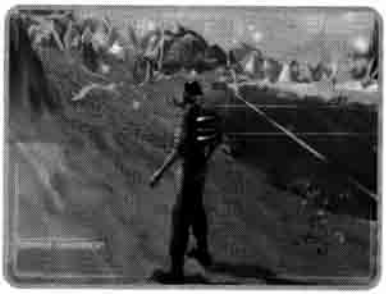
When Cutter swims under water, his level of oxygen is displayed as an oxygen tank slowly emptying itself under the life bar. Once the oxygen reserve is depleted, Cutter will die.

DETECTION AND ACCUMULATION OF NEW OBJECTS

The first time that Cutter comes near an unknown object, the HUD detects it and the CPU Advisor transmits a message. To put an object inside the miniaturisation backpack, Cutter must just move over it and the object will be collected immediately. An image identifying the object will be displayed in the holo-visor.

Likewise, the CPU Advisor is able to detect new energy sources, particularly those released from Talan soldiers' weapons.

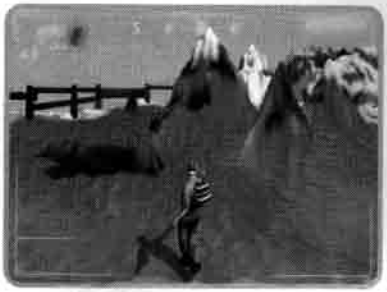
MAP AND SCANNER



The HUD allows you to scan and memorise the terrain and to reproduce it later as a map in the holo-visor. As the data is automatically memorised in the HUD the first time Cutter scans a landscape, you only need to scan the map once in each of the worlds. Afterwards, the map will be superimposed and directly displayed.
Activate or deactivate the map: TAB.
Use the + and - buttons of the numeric keypad to zoom / zoom out on the map.
Use the * button on the numeric keypad to change the map's display size on screen.

AIMING AND WEAPON MANAGEMENT

The aiming system of each weapon as well as the management of ammunition are directly linked to the HUD which can provide assistance with firing and a viewer. Once in combat mode, the image of the selected weapon as well as the available quantity of ammunition and the upgrade level (presented as lv0, lv1, lv2) are displayed in place of the contextual icon. A magazine also appears for the first two weapons. When this turns red, Cutter is close to having to reload (cf. § 7-. Weapons and Objects for more information).



MINIATURIZATION BACKPACK

Piloted by the HUD, the miniaturization backpack allows you to collect and store a great number of assorted objects-by shrinking them with the use of nanotechnology as they are placed inside the pack.

Management of the backpack is obtained by the INVENTORY menu, available by pressing the "I" button and then clicking on the icon at the bottom (or just by pressing the "B" button).

Use the arrows to move around inside the inventory then use the primary action button to select the object: Cutter will then take it out from the backpack.

Click again on the primary action button to use the object in Cutter's hands. Press the "0" button to put the object away.

Observation: *It's possible to assign a function key (from F2 to F12) to an object by pressing the desired function key once the object is selected in the inventory. Then all you have to do is press the selected function key for Cutter to immediately take the object.*

Observation: *Objects are assigned to the function keys by default at the beginning of the game (cf. § 4-. Controls)*

WEAPONS AND AMMUNITION MENU

A section of the backpack is especially reserved for the storage of weapons and ammunition. You access it by pressing the "I" button and then by selecting the left icon (the gun).
A space is set aside for each of the weapons, though only the weapons in your possession are displayed. The quantity of available ammunition is given by the number to the right of the weapon (you can gather ammunition even if you don't already have the corresponding weapon). You have a picture of the weapon, its name as well as its upgrade level (0 by default) in the right-hand frame. Use the arrows, then the primary action button on the weapon of your choice for Cutter to take it.

NOTEPAD

The Notepad automatically updates the missions you must complete (or have already completed), and this is done world by world. It is accessed directly by the "n" button (Notepad) or by going through the INVENTORY menu ("I") then by clicking on the icon at the top. Then click on the world of your choice to get the list of the corresponding missions. The missions not yet carried out appear in bold.

NB: Direct access through the "N" button immediately gives you the missions of the world in which you find yourself.

LEXICON

Each time you learn a word of the Talan language, it will automatically be inscribed with its explanation in your glossary. You will thus be able to understand little by little what the Talans are saying among themselves and this could prove to be very useful. You can access the lexicon through the INFO menu ("I") then by selecting the right icon (or directly by pressing the "L" button).

4 - CONTROLS

You can play Outcast with a joystick, a mouse, a keyboard or a combination of all of these peripheral devices.
However, if you don't own a 4-axis joystick, we suggest that you play with the mouse and keyboard -- the mouse to guide your actions and the keyboard to move Cutter.

Keyboard / Mouse (standard buttons by default)

MAIN CONTROLS

Primary action button	"left CTRL" or left button of the mouse
Secondary action button	"left SHIFT" or right button of the mouse
Summary of controls	F1
Return to the main menu	ESC
To display map	TAB
Info menu	I
Miniaturisation backpack	B
Notepad	N
Lexicon	L

OPTIONS CONTROL

Volume up	R
Volume down	E
Balance up	D
Balance down	F
Mouse up	V
Mouse down	C

DIALOGUE CONTROL

Skip to the next sentence	Primary action button
Exit dialogue	ESC

CONTROL OF CUTTER AND THE CAMERA

To steer the character	Cursors
Character's walk	Right ALT + Cursors
To position the camera	Mouse or left ALT + Cursors
To look up / down	Mouse or PGUP / PGDOWN
Contextual action	Primary action button
Combat mode	Hold the Secondary action button
To crawl	"Space bar"
Zoom in zoom out	HOME, END
Subjective camera mode	Right CTRL
Free hand	0
To select one of the 6 weapon	1 to 6 *
Swim in deep water	Primary action button
Swim to the surface	Secondary action button

** Hit the button several times to move from one upgrade of the weapon to another. Ex: press 2 once and you will have the tracer gun with a level 0 upgrade, press a second time on 2 and it will be with a level 1 upgrade...the weapon returns to 0 upgrade the fourth time.*

CONTROL IN THE MENUS

Moving about in the menu	Cursors
Selecting an object	Primary action button
To exit a menu	ESC or secondary action button

CONTROL THE MAP

To zoom / zoom out	+ -
Size of the map	*

CONTROL IN BINOCULAR MODE

To activate the "X-ray" mode	X
To lock the binoculars on a character	K

KEYBOARD SHORTCUTS TO TAKE AN OBJECT

The F2 to F12 function keys allow you to instantly equip an object if it is in your backpack.

It is possible to assign a key to an object from the inventory by selecting the object and pressing the function key that you wish to assign.

At the start of the game, the function keys are assigned to the following objects by default:

F2 . . . . . Gaamsavv
F3 . . . . . Medikit
F4 . . . . . PPS (Invisibility)
F5 . . . . . C4-PE (Explosive)
F6 . . . . . E.V.D. (Binoculars)
F7 . . . . . Ubik-0A (Hologram)
F8 . . . . . 02 (Oxygen)
F9 . . . . . Energy plant
F10 . . . . Hoti
F11 . . . . _____
F12 . . . . _____

5 - ACTIONS

Cutter Slade can perform numerous actions according to the context.

CRAWL

If you press the space bar, Cutter will drop to the ground to crawl. Use this capacity to get close to places guarded by soldiers. This way you can avoid fights that you are not sure of winning.

OBSERVATION : When Cutter is lying on the ground, only the binoculars and dart gun are operational.

AIM - FIRE

When Cutter has a weapon in his hands, hold down the secondary action button to switch to combat mode. Press the primary action button to fire. Warning: certain weapons like the perforator and boomer gun require several seconds to load; hold down the primary action button and then release it to fire in this case.

FIGHT BAREHANDED

When Cutter doesn't have a weapon in his hands, he can still fight barehanded. This combat mode can prove to be useful if you wish to remain discreet. To use it, hold down the secondary action button (Cutter puts his guard up) then press the primary action button to strike.

JUMP - CLIMB

Press the primary action button when this icon is displayed on screen to make Cutter Slade jump or to make him climb a wall or an obstacle within his range.

DIVE

Press the primary action button when this icon is displayed on screen to make Cutter Slade dive.

SWIM UNDER WATER

Hold down the primary action button when this icon is displayed on screen for Cutter to swim in deep water. Once you release this button, Cutter swims at the same depth. Use the secondary action button to rise.

OBSERVATION: Cutter can't use a weapon or an object when he is in the water.

SPEAK

This icon is displayed on screen when Cutter Slade is found standing near a character who can speak to him. Press the primary action button at this point and the game switches to the dialogue mode. Select the subject about which you want to speak then press the primary action button. Select the box at the center of the screen to exit the dialogue mode.

OBSERVATION: If the person to whom Cutter is speaking is seated, our hero must stand precisely in front of him.

You can exit the dialogue by pushing the "ESC" button; it's also possible to skip a sentence by using the primary action button.

MOUNT A TWÔN-HA

Certain domestic Twôn-Ha, used for a variety of tasks, can be mounted by Cutter Slade. This icon appears when Cutter is near a domestic or tamed Twôn-Ha: all you have to do at this point is press the primary action button to comfortably settle Cutter on the animal.

OBSERVATION: Cutter must be on the left side of the animal in order to mount it.

DISMOUNT A TWÔN-HA

Once settled on a Twôn-Ha, Cutter cannot dismount until it is stopped. Dismount by pressing the primary action button (if you hit the primary action button while the Twôn-Ha moves forward, the animal will leap).

USE THE OBJECT IN CUTTER'S LEFT HAND

When Cutter holds an object in his left hand, press the primary action button to use it.

OBSERVATION: Certain objects are only functional under certain conditions which Cutter will have to discover.

USE A KEY

All throughout his voyage on Adelpha, Cutter Slade will find himself faced with different locks for which he will have to find the corresponding key or keys. To use a key, select it in the inventory and then place Cutter Slade near the receptacle until this icon appears then press the primary action button to use the key.

OBSERVATION: Cutter will have the possibility of carrying out other actions all throughout his adventure.

6 - SAVING AND LIFE MANAGEMENT

THE GAAMSAAV

The game can be saved at all times by using the Gaamsavv crystal found in the backpack. However, several seconds are needed before Gaamsavv reaches full power; so be careful to save in calm places since Cutter is otherwise very vulnerable.

THE HEALING POWER OF THE SHAMAZ

The Shamaz have the power to heal the population thanks to their psychic regenerative capacities. Once Cutter is physically weakened (deficient life bar), he will be able to ask any Shamaz to heal him and thus fill up his life bar.

OBSERVATION: The Shamaz need time to recuperate their energy after each healing.

CUTTER'S DEATH

When Cutter dies (life bar completely empty), he collapses on the ground or floats to the water's surface! The general menu appears at this time and you can either reload a saved game or restart a new game: we only live once!

OBSERVATION: When Cutter kills an important Talan, the Talan's essence leaves his body to go float around Cutter and then to envelop him. This essence is not harmful to the other Talans, but it is deadly for Cutter.

7 - WEAPONS AND OBJECTS

WEAPONS & AMMUNITION

Cutter will be able to use 6 weapons initially located in the freighter. Each of these weapons may be equipped in three ways by adding elements which make them more effective: heightened power, larger magazine...

The six weapons are:

(HK-P12) STANDARD ISSUE SIDEARM

Standard Issue Sidearm, Basic gun, carried at all times.
The reload occurs automatically when one stops aiming or when the magazine is empty.

Level 0 upgrade:	the magazine used only holds six bullets.
Level 1 upgrade:	the magazine's capacity is doubled to hold 12 bullets.
Level 2 upgrade:	maximum magazine with a 24-bullet capacity

(UZA-SH) TRACER

More sophisticated and powerful, it should be used with caution in enclosed areas.

Level 0 upgrade:	the number of bullets per minute is not very high.
Level 1 upgrade:	the rate of fire is very rapid, however, the weapon overheats quickly and the firing rate slows down. The weapon must be given time to cool off at this point.
Level 2 upgrade:	the rate of fire is average, but the bullets ricochet against obstacles.

(SLNT-B) DART GUN

A more strategic weapon, it fires lethal poisonous capsules. A telescopic targeting system makes it an ideal weapon for long distance combat.

Level 0 upgrade:	the weapon puts the enemy to sleep for a short period of time.
Level 1 upgrade:	the weapon puts the enemy to sleep for a longer period of time.
Level 2 upgrade:	the weapon puts the enemy to sleep for a long period of time.

The telescopic scope has a magnifying factor adjustable using the "Home" and "End" buttons.

(HAWK-MK8) PERFORATOR GUN

An extremely powerful missile-based weapon system when confronting more tenacious enemies.

The weapon must be loaded with the secondary action button before it can be fired.
Once the weapon is loaded, it's possible to take advantage of the inertia of the barrel and to fire several times in rapid succession.

Level 0 upgrade:	long loading time, slow bullet speed, uses one charge.
Level 1 upgrade:	average loading time, average bullet speed, uses two charges.
Level 2 upgrade:	short loading time, rapid bullet speed, uses three charges.

(LN-DUO 500) BOOMER GUN

This awesome piece of firepower is ideal if you want to break up a crowd. The Boomer Gun utilizes a mortar-style trajectory to reach obscured targets as well.

Level 0 upgrade:	the weapon launches antipersonnel mines which are automatically triggered when someone passes near them. These mines turn themselves off after awhile.
Level 1 upgrade:	the weapon fires a grenade that explodes after several seconds.
Level 2 upgrade:	the weapon fires a shell that explodes as soon as it hits to the ground or touches an obstacle.

(FT-74) FLAME-THROWER

Devastating and deadly, be careful not to play with fire, or you might get burned.

OBSERVATION: This weapon is damaged when Cutter finds it. Nevertheless, it is possible to repair it with two parts: the first part allows you to adjust the delay between start up and actual firing; the second part allows you to regulate the weapon's discharge and to thus extend the length of the flame.

NB : Ammunition, like all upgrades, is found scattered all over the planet Adelpha. Cutter will be able to find it in a variety of places, or buy it if he finds a person willing to part with these "relics". Otherwise, he'd have them made, but to do this Cutter will have to find the right person and provide him the raw materials.

GADGETS

In addition to weapons and ammunition, Cutter also has an array of technological "gadgets" designed to help him during this dangerous mission. Press the primary action button when Cutter has one of these objects in his hand in order to use it.

INVISIBILITY

(PPS : Proton Phase Shifter)

Cutter becomes invisible for a few dozen seconds. Warning: while he can use objects when invisible, he cannot collect them, use a weapon or fight with his bare hands.

HOLOGRAM DEVICE

(Ubik-0A)

A hologram of Cutter appears then takes off running towards the enemy, thus leading the soldiers far away from Cutter.

FIELD GLASSES

(E.V.D. : Enhanced Vision Device)

Magnifying up to twelve times, the binoculars can also function in "X-ray" mode ("X" button by default) allowing Cutter to see through walls. A "lock" function ("K" button by default) allows you to lock onto a character and automatically follow his movements.

EXPLOSIVES

(C4-PE)

While they lack a delayed-triggering device, these packs of dynamite will nonetheless be very useful. You can set them off either by firing at them or by using a long-range detonator.

DETONATOR

(CLAPR-T)

Very handy, it allows you to stay away from danger by triggering the packs of dynamite (C4-PE) placed in the active area: the first time you press the button you will see the activated C4-PE, to make it explode press immediately a second time.

TRIPWIRE DEVICE

(THNDR-STP33)

Placed on the ground, this special detonator, with a proximity sensor, triggers the explosives situated (C4-PE) within its range when someone passes nearby.

TRANSPORTER

(F-LINK)

It is comprised of a "departure" device and an arrival platform. Use this object a first time to place the arrival platform on the ground. Then, when you activate the departure device, Cutter will be transported to the arrival platform and the transporter will be recovered and automatically returned to the backpack. Be careful, the energy beam of a transporter does not allow it to function from one world to another.

TRACKER

(PROXI-130 HF)

Once activated, the tracker informs Cutter of the direction of the closest enemy.

OXYGEN

(02K-MINI)

This gadget allows Cutter greater freedom under water.

MEDIKIT

This first-aid kit will allow Cutter to recover some of his strength.

8 - QUICK START, TRICKS AND HINTS

- Upon your arrival on Adelpha (and especially in the world of Temples), be discreet and take the time to evaluate the powers that be, before getting into a brawl.
- Don't walk around pointlessly with a weapon in your hand! You will frighten the population who will then refuse to speak to you.
- The "gadgets" are at your disposal, use them! They will allow you to get out of dangerous situations fairly unscathed.
- Keep well in mind that you have everything to learn from the Talans and the planet Adelpha in general. Pay attention to the smallest details.
- You will be stronger if you have the population behind you. For this to happen, don't focus exclusively on your mission and learn how to help those who ask you for it.
- The transporters are very useful... When you think you have identified an important spot that you will have to come back to, think to put down an arrival platform.
- Don't threaten the Talans pointlessly or your reputation and your notoriety will drop and it will then be difficult to acquire information.
- The population will possibly be able to provide you with precious help in your fight against the soldiers.
- The more important characters (Shamaz, person responsible for the harvests...) are aware of everything said about you and of all that happens in the region, including troop movements, etc.

Technical Support

The Infogrames helpline is open to telephone calls from 8:00am-5:00pm Monday to Thursday and 9:00am-5:00pm Friday.

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For further information visit our web sites:
http://www.infogrames.net
http://www.outcast-game.com

For Outcast Hints & Tips, Call Infogrames North America Direct 1-900-454-HINT. $0.99/minute -- If you are under 18, please get your parents' permission before making this call.

For further help and information, please read the help file README.HTM on the first CD.

9 - THE BOOK OF ADELPHA

THE 6 WORLDS

Adelpha is made up of 6 regions: they differ so greatly one from another that they are also called "Worlds."

Ranzaar.

THE WHITE EARTH or WORLD OF SNOW

The White Earth is a little territory where winter is constant. This world is inhabited by the rebels opposed to Fae Rhan's regime. They follow the teachings of Kazar, the prophet, and perpetuate the memory of his prophecy while awaiting the proclaimed chosen one.
The rebel leader has just taken Cutter in at the beginning of the game. He explains the situation to him and tells him of Kazar's prophecy. He convinces Cutter to seek out the sacred relics.
The world of snow is mostly without infrastructure since it is hardly inhabited. It is also a zone for training and withdrawal.

Shamazaar.

WORLD OF TEMPLES

This region is primarily one of Talan temples (inhabitants of Adelpha) and farmers. It is a place of serenity, meditation and harmony with nature. At least before Fae Rhan started his career as a tyrant and settled a significant military presence on this territory. The Talan priests, the Shamaz, have been oppressed and put under close guard since, so as not to stir up the population against the new power. It is therefore, despite its calm appearance, a tense zone: soldier patrols keep a close eye on this world.
They notably occupy the great central temple. Besides the establishment of numerous temples, Shamazaar is also a farming-intensive region (the land cultivated with riss crops covers 80% of the habitable surface) which nourishes almost all of Adelpha.

Okasankaar.

WORLD OF MARSHES

This region is essentially composed of water. The landscape rises slowly from the water, becoming gradually drier until it reaches the plain. Fishing communities here supply the city with fish, small flat-bottomed boats are the only effective way of getting around in the marshes. They can be rented from the fishermen in the area. These boats must be borrowed in order to reach the north-east island (monster island) and the West island.

Talanzaar (Okriana).

WORLD OF THE CITY and hub of Adelpha

Okriana is Adelpha's only large city. The main part of Adelpha's Talan population lives here. Okriana makes up the cultural and creative heart of this planet.
The city is also Fae Rhan's command center (since he took control thanks to the Faékynn). It is therefore in this region that the military's presence is the strongest. Okriana is ancient, more ancient then

the Talans themselves know. The current buildings were constructed on the foundations of a glorious city which belonged to the ancient Talan civilization. The fortress which now occupies Okriana's centre is recent: it was built some thousand moons ago by order of Fae Rhan when the sand began to overcome the region.

Okaar.

The Ancient FOREST WORLD

This is the most wooded and wild region of the planet. It is covered by a magnificent forest where creatures and vegetation abound. It is a forgotten and abandoned world where a small number of Talans live. This world has remained largely mysterious and the legends about it are numerous.
Today, only primitive Oogoobar clans live in Okaar. Their clans are no larger than about ten individuals and they live by hunting Twôn-Ha, and less often Gamors, the forest's greatest predators.

Motazaar.

THE WORLD OF MOUNTAINS

This region is primarily made up of desert: plants grow here and there, but the landscape as a whole is desolate. Due to its hostile character and the fact that it is difficult to access, the region of the mountains houses Fae Rhan's prisons. This land is fraught with difficulty, the tracks are narrow and dangerous and certain supplies are carried out with Ventilopes.
Moreover, it is the only region of Adelpha to have Hélidium mines, thoroughly exploited by Fae Rhan these days.

THE SACRED GATEWAYS

The gateways (Daokas) are pockets of energy allowing you to directly move from world to world.

They were created in ancient times and are sacred. Most are accessed freely.

Fae Rhan recently succeeded in placing some of them under close guard to more easily control the movements of the population.

LEGENDS

Numerous legends, circulate throughout Adelpha and spread amongst the Talans. Two of these are often spoken of by the elders...

- Fae Rhan is said to be able to see the past and future, he could be a Kamôn, but he hasn't been seen for a long time; some even believe that he doesn't exist. It is, in fact, the followers of Fae Rhan who speak on his behalf and carry out his commands in public.

- A sacred gateway, forgotten or hidden, is said to lead directly to the heavens...the fact that the expedition has arrived on Adelpha has proven this in a way...

RELIGION

The religion as well as the castes are founded on the principle of the essences. The universe is in a state of profound harmony when the essences are balanced:

Fire (FAE),

Water (ELUEE),

Earth (GANDHA) and

Air (KA).

If the harmony is broken by an imbalance amongst the essences, the gods or their go-betweens, the spirits, warn and help the Talans.

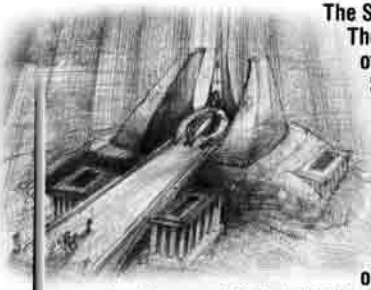
When Cutter arrives, fire is the omnipresent essence and Adelpha is heading for an imbalance, ruin and death...

The priests, called the Shamaz, represent the essence of air (KA). This is one of the minority castes, but the most respected among the Talans.

The farmers and fishermen, as well as the workers and merchants, belong to the essence of earth (Gandha). They are an extremely numerous section of the population and represent the foundation of the Adelphian society.

The soldiers, a relatively large part of the population, as well as some rebels, bear the essence of fire (Fae). This essence gives them an adventurous, and some times even hot-blooded, temperament.

The artists, bearing the essence of water (Eluee), are the smallest group. They are highly sensitive. They are often musicians or involved in artisan crafts in which they invest all of their talent.



The Shamaz total seven and live in Shamazaar, the world of temples. There is a Shamaz for each world who is supposed to take charge of the spirituality and the faith of the Talans. The seventh Shamaz, called the KamShamaz, manages the overall work of the congregation.

These priests are feared and respected by all the clans and make up an opposing power to that of Fae Rhan, who is unable to set the Talans against this religious order. In fact, the Shamaz started to fight for the rebel cause several hundred moons after Fae Rhan had imposed his regime of oppression. They strengthened their ties to the tradition founded by Kazar and their belief in his prophecy. They understood that there was clearly a common cause connecting the prophecy and the rebellion against Fae Rhan...

The Shamaz attach a great deal of importance to the arrival of Fae Rhan and Kazar, for "those coming from the heavens", the "beyond essence," completely disrupt Adelpha's equilibrium.

THE POPULATION

Several distinct castes, represented by the groups described below, can be identified with Adelphan society.

THE FARMER AND THE FISHERMAN

The farmer of Adelpha is generally dressed with a simple tunic slipped over a colorful shirt and a cone-shaped hat, his traditional headgear.
Along with the farmer, there is the fisherman who often wears green-colored clothing.

THE MERCHANT

He guarantees the economy and exchanges between Adelpha's different worlds. The merchant is recognized by his figure, which is often pot-bellied, his colorful clothing and especially his turban which, like the farmers', symbolizes the caste he belongs to.

THE SOLDIERS

There are three particular ranks amongst the soldiers.

First of all, the "rank and file" infantryman, a Talan christened guardian, more often than not the guard of a building.
Next are the captains, hardened soldiers who are primarily distinguished by a metal tabard.
Then there are the warriors who make up an elite order, a praetorian guard that Kroax (Fae Rhan's right-hand man) rules with an iron fist.

THE SHAMAZ

This priest primarily lives in the region of the temples. He wears a hooded blackish-brown-dyed toga. The priest is also a healer in day-to-day life. He has the power of "laying on of hands" which allows him to heal wounds.

THE HUNTER

Today, the remaining hunters and adventurers of Adelpha are old. They end up becoming storytellers, telling the tales of their past exploits.

THE SLAVE

On the fringes of the Talan society, the slaves are characters without aspiration, dedicated to hard work. They are emaciated, their bones protruding, wearing a simple loincloth and a special metal collar around their necks.

THE BEGGAR

In general, these are ex-slaves who have served their time in bondage.
They are found in Okriana where they beg for food from passers-by, telling stories in exchange for a few Zorkins or providing small services.

THE OOGOOBAR (Primitive Talan)

This group does not belong to any caste. Long forgotten by the Talan civilization, this primitive lives within a tribe and can be recognized by his stoutness and gross features.

THE RECREATORS

These craftsmen belong to the Eluee essence and are the most skilful in creating objects of "Sacred art."For Kroax and Fae Rhan they make the weapons used by soldier leaders and the unique ammunition they use. They can be found close to their workshops in the city. Their innate understanding of how sacred art works is also applied to the relics which they can repair and even copy, to the tiniest detail if they have sufficient raw materials. It is from these activities that they derive their name.

THE FAUNA

Warning: Adelpha's worlds are full of creatures which may be dangerous. Here are a few examples.

Some can be useful, like:

TWON-HA

Their strength and speed are similar to that of an antelope and they can be tamed and mounted.

VENTILOPES

These are winged bipeds, with a wingspan of up to eight meters. They are sometimes used by soldiers for surveillance missions, or even for aerial bombardments.

Others will attack you mercilessly without pity. In particular, you must beaware of the following:

GAMORS

Gamors are the predators of Adelpha. Powerful long-limbed beasts with muscular bodies and knotted muscles, they are formidable hunters.

SANNEGTAS

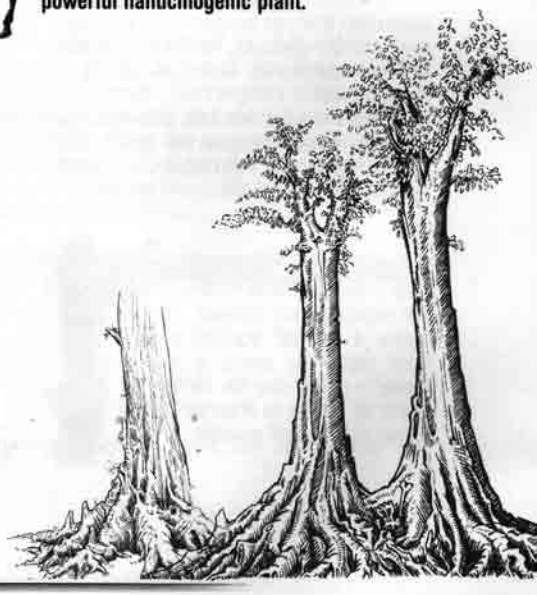
These fish are real killers and are especially ferocious. They will not hesitate to attack every small boat or swimmer venturing into troubled waters...

THE FLORA

Vegetation abounds throughout the rich land of Adelpha, take the time to discover it!

You will discover monumental trees like the Sanars, the Fae Trees whose grains explode when they touch the ground...

... and plants like the Riss, the main source of nourishment for the Talans, the Magwa with healing powers and the Siénole, a powerful hallucinogenic plant.



THE LANGUAGE

A

Word	Translation
Achondar	Dragon-snake
Adelpha	The world of the Talans
Ador	Rock
Afar	After (Soon, tomorrow)
Agakamôn	The language of the heavens
Agazork	The Talan language
Am	Insistence
Até	How much

B

Word	Translation
Barr	Evil (bad)
Bok	District
Boogot	Toxic and explosive mushroom
Booyat	Mushroom growing in hot areas
Botar	Before (Yesterday)

C

Word	Translation
Cyana	City of the marshes

D

Word	Translation
Dagué	Danger, problem
Daguérach	Poisonous plant
Dammenaï	Common little rodent
Dano	Give (Return)
(Nédano)	(steal)
Daoka	Sacred gateway
Darosham	Gateway where spirits are born
Dissem	Different
Dolotaï	Long time
Doo	Also (again)

E

Word	Translation
Eïssa !	Banzaï ! (war cry)
Eluee	Water Essence
Elueen	Those born of Water
Eoth	East (right)

F

Word	Translation
Faé	Fire Essence
Fae Rhan	The Master of Adelpha
Faékynn	Those born of Fire
Faénéa	Fibres extracted from Gawarats which have healing properties
Fehane	Moss

G

Word	Translation
Gaéat	To love
Gamor	Carnivorous predator, a cross-between between a wolf and a tiger
Gaamsavv	Stone (saving crystal)
Gandha	Earth Essence
Gandahar	Those born of Earth
Ganele	Seashell
Gemehar	Kind of Sanar tree
Gizhaïe	Essence Bearer
Gorgor	Big carnivorous animal
Guita	Feel
Gwar	Wound
Gwarat	Cactus
Gwarta	To nurse (heal)

H

Word	Translation
Hâ	Yes (to be, there are, there is...)
Hao (Haomé)	Hi (Hello)
(Maya (Mayamé))	Goodbye
Hazadess	Ghost
Hazifar	Ventilope driver
Héko	Here
Hélidium	Ore specific to Adelpha
Hokaza	Thank you
Horr	HHmm, eh, ahem
Hoti	Twôn-ha fruits (sweets)

I

Word	Translation
Iki	Easy
(né iki)	(hard)

J

Word	Translation
Jinat	To know

K

Word	Translation
Ka	Air Essence
Kaar	Life, Living
Kaïjin	The tale of the heavens
Kamenaï	Designate birds
Kamôn	Those born of air
Kanoon	Well (Good)
Kata	Bless
Kaza	Please
Kazar	Lost prophet
Kiakii(iii)	Fun
Ko	Who (and direct object, indirect object)
Koï	What (and direct object, indirect object)
Kez	Where (and adverbial phrase of place)
(Tar)	When (and adverbial phrase of time)
Krakit	Spider-like animal
Kroax	Leader of the Fae Talans

L

Word	Translation
Labta	To go (travel, move)
Lako	There
Lampé	Beer - alcohol
Lepta	To help

M

Word	Translation
Madé	House
Maé	Me
Mag	Hunger
Magta	To eat
Magué	Food
Magwa	Plant with regenerative properties
Maorr	Master
Maré	Important (very)
Meenaï	Several (a lot, all)
Miléa	Harmony
Môn	Relics
Mool	Krakit's salivary gland
Motaz	Mountain
Motazaar	World of Mountains
Moté	Someone

N

Word	Translation
Nani	Expensive
Né	Non
Négta	To kill
Nékaar	Death
Néogaé	Woe
Noroth	North (high)

O

Word	Translation
Ogaé	Happiness
Okaar	Forest World
Okasankaar	World of Marshes
Okk	Old
Okriana	Main city
Ôn	One (number)
Oogoobar	Living beings (primitives)
Oroth	West (left)

P

Word	Translation
Pigweet	Rodents
Pok	Belongings (thing)

R

Word	Translation
Rammu	Toxic plant
Rân	White
Ranzaar	White earth
Rembat	To remember
Riss	Rice

S

Word	Translation
San	Water
Sanar	Common tree Essence
Sangta	To drink
Sankaar	Fish
Sankaari	Fisherman
Sankra	Chaos
Sannégta	Killer of the seas (sharks)
Sayat	To say
Sem	Same
Séyat	To see
Shamaz	Designates the Talan priests

Word	Translation
Siénole	Rare plant with hallucinogenic properties
Sodoth	South (low)
Solam	Deference (Politeness)
Sota	To buy

T

Word	Translation
Takta	To take (use)
Talan	Designates the inhabitants of Adelpha
Talanzaar	Populated world
Todar	Today
Trad	Merchant
Tradta	To sell
Twôn	Two (number)
Twôn-Ha	Designates biped animals (milk-giving and wild)
Twôn-Ha Gui	Biped trap

U

Word	Translation
Ulukaï	Soul of the Essence

V

Word	Translation
Ventilope	Large flying animal able to be domesticated

W

Word	Translation
Wa	Work / occupation / class
Wabta	To wait
Wanat	To want
Wata	To work

Y

Word	Translation
Yo	You
Yod	Spirit of the Essence
Yod Eluee	Spirit of the Essence Water
Yod Faé	Spirit of the Essence Fire
Yod Gandha	Spirit of the Essence Earth
Yod Ka	Spirit of the Essence Air

Z

Word	Translation
Zae	Sure
Zaza	Twerp
Zeedog	Predatory animal, sedentary and lives in the marshes
Zonn	Friend
Zark	Enemy
Zorkin	Monetary unit used on Adelpha
Zorr	Soldier
Zort	Excrement

10 - BIOGRAPHIES

Cutter Slade

Born an only child in liberal 1960's San Francisco, Cutter Slade had anything but a normal upbringing. His parents are left wing Democrats with intellectual backgrounds: his father was a Professor of English at the University of California, Berkeley, while his mother, originally from Norway, was a translator. During the summer of 1968, they took an active part in the numerous demonstrations against Vietnam on the Berkeley campus.

With such progressive parents, Cutter had a very relaxed childhood. His parents put little pressure on him to study, but they did impress upon him the importance of a number of values: frankness, respect for the weak, tolerance, and justice. They also taught him to be extremely independent and live life unconventionally. From his bilingual parents, Cutter also inherited a love of foreign languages and a gift for learning them (in fact, this is the only area in which he excelled academically).

Apart from his gift for foreign languages (and a liking for history), during his college years, Cutter realized his aptitude for sports. He was very good at athletics in general, but excelled in football. He quickly became indispensable as the quarterback on his college football team, so the authorities overlooked his poor academic record.

In 1987, Cutter secretly joined the Navy. Although he is rather put off by the military discipline, only the Navy can offer him the chance to experience the action and adventure he craves. His family, particularly his father, found this totally incomprehensible.

Cutter excelled during training and he was naturally selected for Navy SEAL training. He was considered exceptionally talented there as well, and was noticed by Major Doug Dawson.

During the course of the next few years, still under the attentive, yet somewhat distant eyes of Major Dawson, Cutter became one of the most well known members of the SEAL teams.

His career is a reflection of the shadier areas of American foreign policy; Panama, South America, and the Middle East were frequently the scenes of his activities.

Cutter was able to indulge his love of adventure and action in the SEALs, but his various operations left him wondering whether the violence and reasoning behind his missions was justified. In the months prior to his final mission, Cutter became more distant from the Navy, having no contact with other SEALs outside of his missions. He began to drink heavily in his off-hours. This did not go unnoticed by his superior officers, including Cutter's mentor, Doug Dawson. No one, however, intervened.

Cutter returned to the SEAL camp after being injured during a mission.

While regaining his strength, Cutter was assigned to lead a public relations mission with reporter Marion Wolfe, the daughter of Senator Clare Fitzgerald, and her photographer. During the mission, the photographer died in an accident.

Much to Cutter's surprise, Senator Fitzgerald blamed the photographer's death on Cutter, calling Cutter an irresponsible adventurer.

For two years the Senator conducted an investigation looking into Cutter's activities. The picture she painted was that of a violent soldier who has gone AWOL and drinks heavily.

With the help of her lawyers, the Senator forced Cutter to resign at half-pay in September 2002.

Cutter's abilities as a "war machine" slowly declined as his time away from the SEALs increased. The only thing that prevented him from indulging in his love for vodka was his friend Doug Dawson (now an Admiral).

The President of the United States asked Admiral Dawson to create the PROWLERS, an unofficial team of capable, anonymous and trained men who carry out a variety of secret and dangerous missions. The Admiral naturally recruits Cutter as Commander in charge of Operations.

Marion Wolfe

Marion Wolfe was born an only child in 1974 in Philadelphia. Her mother, Clare Fitzgerald, is the heiress to a local Philadelphia fortune, the Fitzgerald Bank. Her father, Sir Randolph Wolfe is an Englishman whom her mother met in Monaco in 1972 and married in London in 1973. Marion's parents divorced in 1975. In 1983, Marion's father died in a plane crash in Kenya.

Clare Wolfe is Senator for the State of Pennsylvania (under the name of Clare Fitzgerald).

Marion was a brilliant student and showed great interest in the study of foreign civilizations as well as a gift for science. After leaving high school, she studied biology at Yale, then ethnology in Chicago where she obtained a Ph.D. in the year 2000.

Although she had intended to go into research, Marion's mother persuaded her to enter a profession in the media, and she became a journalist. She wrote several reports on the threatened civilizations of the world.

On her mother's recommendation yet again, she was commissioned by National Geographic to make an important documentary on the last Indian civilizations in South America. Clare Wolfe used her connections to grant her daughter military protection due to the dangers of such an expedition.

Marion and her team participated in a month long intensive training program at the SEALs camp. One session included a full week of parachuting practice with Cutter Slade as the main instructor. One jump from the plane to reach an oil platform turns into a complete disaster. A sudden storm unloads unexpected stress on the team. A gust of wind blows the cameraman out of the normal path. His parachute becomes stuck on a nearby crane. Against Cutters' orders, the panicking rookie unties the straps andfinds a precarious refuge in the crane's transportation jaws 130 feet above the raging waves.

Cutter stabilized the jaws by holding two dangling steel chains. He sent Marion out to move a lever on the control panel to return the crane's jaws to the platform before lowering it to the ground, which proved to be a disaster. Panicking, Marion pushed the wrong lever. For a split second Cutter found himself hopelessly looking at the slowly opening jaws and the trainee's bewildered face as he slid from the crane into the sea. Mark Tilfont's lifeless body was found the next morning and the whole operation was cancelled on the spot.

When Marion returned to the United States, Clare accused the Pentagon of deliberately endangering the lives of the trainees. She found out about Cutter Slade and vented her anger on him via a long legal battle.

For the first time, Marion and her mother had a serious disagreement. Marion explained to her mother Cutter's real role and how deeply she was in his debt, but her mother refused to listen. Clare refused to allow Marion to see Cutter again, even though Marion only wanted to explain that she does not agree with her mother.

Marion moved away from her mother and gave up journalism. She became a bio-ethnological researcher. She started to travel widely again and in 2003 she published an Encyclopaedia of Terrestrial Nutriments (Earth Feeds. Encyclopaedia Terrestrial Nutriments. Cutler & Merchand. 2003).

In 2007, Marion became Director of the Exobiology Laboratory of the University of Chicago and is now recognized as one of the leading specialists in her field.

William Kauffman

Kauffman comes from a good New England family. His grandmother, who was born a Van Den Straaten, claims that her own grandparents came over on the Mayflower. His father was a professor of science at Harvard. His mother died while giving birth to William, who was 3 months premature. He grew up a sickly child.

While still in his teens, Kauffman served as a medic in Vietnam. There he was injured and sent home having been awarded a Purple Heart. After attending Harvard, Kauffman began research in quantum physics, which at this time is a newly developing field of knowledge.

Kauffman was married twice and had two sons, one by each wife. He is a good father when he has time to see his sons, but his involvement in his work relegated family life to a distant second place.

After completing "Supercord" theory, he won the Nobel Prize for science.

He sits on many committees and on the Boards of some of the most powerful American companies (particularly a merchant bank and a Life Sciences group).

After publishing a paper on the existence of an infinite number of parallel worlds, however, he was no longer taken seriously.

The military approached Kauffman and proposed to fund his ideas and introduced him to Anthony Xue.

Xue and Kauffman didn't get along but they needed each other to complete their research. The first successful test of the "Sidestep" project went wrong and generated a black hole.

Kauffman wasn't sure of precisely which element malfunctioned and wanted only to fix the problem so he could continue to further develop his theories.

Anthony Xue

XUE was born in 1970 into a poor family in the South. His parents ran a diner for truckers on a highway to Tampa, Florida.

From an early age, Xue showed an exceptional gift for anything scientific.

Although he was clever enough to win scholarships, his parents (to whom he is nothing but a source of cheap labor, washing trucks for customers, and serving in the diner at busy times) would never let him leave Tampa to study.

He graduated high school at 16 and headed to a town college. Xue obtained a BS in Physics (with the highest possible grades) at a second-rate college in his home state.

Xue never went any further with his studies.

The only way he could get away from his parents was by getting a job away from Tampa.

In 1993 he joined a research group headed by the successor of Professor Amato (Nobel Prize for Physics 1969), a Dr. Albert Ross.

Although only a lowly research assistant (a sort of information officer), Xue had entered the prestigious environment of MIT and the numerous scientific opportunities it offers.

During the first few months of his collaboration with Ross, despite his inexperience and lack of qualifications, Xue clearly eclipsed the rest of the researchers. He quickly became a target of envy, as such.

Less able colleagues were obliged to recognize his superior intelligence, and privately (or more openly in front of influential members of the scientific community) scorn his humble origins and his efforts to conceal them.

Despite all the gossip, Xue continued to shine in his research work and was soon responsible for managing a whole laboratory.

He started experiments on matter/antimatter reactions. The results he achieved by 1999 were extremely promising and for Xue the prospect of recognition by the whole of the Scientific Community seemed to be within reach.

During 1999, Xue's thirst for recognition compelled him carry out more and more experiments and to take fewer and fewer precautions.

He was obsessed by a desire for more and more results. On 24 October 1999, catastrophe struck. The researchers lost control of the matter/antimatter reaction and 11 people were killed in an explosion in the laboratory.

Although the law did not consider Xue responsible for this tragedy, the scientific community took its revenge for the previous success of this iconoclastic researcher, by accusing him of irresponsible behavior in his work.

Life soon became impossible for Xue, and in April 2000, shunned by the research community, he left MIT.

However, Xue was not going to be deprived of continuing his research for long. The American Army had been interested in his work for years and soon provided him with a new laboratory and funding...in return for absolute secrecy.

Although Xue could carry on with his work, he was still condemned to remain unknown.

In 2003, after three years of work and further experiments, the army asked Xue to get into contact with Professor Kauffman, who had been trying to demonstrate the existence of parallel worlds. According to the Army's scientific committee responsible for monitoring Xue's work (and according to Xue himself), energy produced by matter/antimatter reactions could provide access to the parallel worlds described by Kauffman.

Overcoming his reticence and his distrust of Kauffman, who seemed to Xue to be the incarnation of the scientific establishment that had always rejected him, Xue met Kauffman and suggested that they work together.

Kauffman hesitated at first (he knew, of course, about Xue's past, and was wary of carelessness in a new scientific area such as the exploration of parallel worlds) but then agreed to work with Xue.

During the next four years, the two men collaborated closely.

The combination of their skills produced results that exceeded even the most optimistic forecasts (the American Army had not scheduled any life-size experiments before 2015 at the earliest). But no relationship, other than a strictly professional one, was formed between the two men over the years.

On the contrary, every day Kauffman found a new reason to deplore his colleague's exaggerated haste, whilst Xue found it increasingly hard to tolerate being considered by his employers as Kauffman's assistant, a mere "sub-contractor" responsible for energy problems.

II - CREDITS

Bruno Bonnell presents.
an Infogrames production. an Appeal creation.
Designed & developped by Appeal:

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Yves Grolet

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Olivier Masclef

Executive Producer
Olivier Goulay

Producer
Jean-Yves Patay

Production Assistant Trainee
Sebastien Brison

Operation Manager
Eric Labelle

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Douglas Freese
Hassan Ezzahir

Dialogs
Douglas Freese

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Tools & System
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Landscape Engine
Christophe Chaudy
Yves Grolet

Polygon Engine
Yann Robert
Gil Damoiseaux
Stephane Champailler
Pierre Deltour

Water & Shadows Engine
Yann Robert

AI Engine
Lionel Badiou
Yves Grolet

Pathfinding Engine
Christof Jans

Animation Engine
Yann Robert

Sound Engine
Gil Damoiseaux

Special effects Engine
Gil Damoiseaux

Quest Engine
Yves Grolet
Hassan Ezzahir

In-Game Movie Engine
Douglas Freese

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Soldiers behavior
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Animals behavior
Lionel Badiou
Christophe Bauvir

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Benjamin Legangneux
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Creatures Design
Franck Sauer

Interfaces Design
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Catherine Marechal

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Additional Animation
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Motion Capture
Renaud Dauchel
Franck Sauer
Iwan Scheer
Filip camermans

Landscapes Modeling and Editing
Veronique Lerminiaux

Landscapes Textures and Painting
Catherine Marechal

Objects Modeling
Renaud Dauchel

Additional Textures
Adam

Additional Modeling
Filip camermans
Veronique Lerminiaux

Music

Composed and Orchestrated by
Lennie Moore

Performed by
The Moscow Symphony Orchestra & Chorus

Orchestra Conducted by
William Stromberg

Additional Music Preparation
Mark Frisbie
Sean Hickey

Guest performers
Chris Bleth - Armenian Doudouk
Chris Garcia - Tabla, Indian Percussion
Marcel Adjibi - African Percussion

Sound Producer
Edward Shachnazarian

Sound Engineer
Vitaly Ivanov

Production
Lennie Moore
Ellen Levine
Marina Levine
Franck Sauer

Recorded at
Mosfilm studios, Moscow

Latin Lyrics
Dorothy Stewart, translation
Joseph Farrell, project director
University of Pennsylvania
From The Aeneid,
the Vergil Project

Special Thanks to
William Stromberg
John Morgan
James McVay

Sound

Sound Effects Design
Franck Sauer

Voices

Casting & Actor Direction
Dimitri Bodiansky
Douglas Rand

Sound Engineer
Bruno Gueracague

Post Production Engineer
Jean-Sebastien Dupuis
Pascal Ayerbe

Production Assistant
Cecile Irlinger

Cutter
David Gasman

Marion
Juliet Dunn

Xue
Mikael Morris

Kaufmann
Christian Erickson

Major Vernon
Allan Wenger

Talans
Patrick Albenque
Dana Westberg
Nicholas Mead
Ian Marshall
Jerry Di Giacomo
James Shuman
Leslie Clack
Peter Hudson
Doug Rand
Karen Strassman
Joe Sheridan

Recorded at
Knockin' Boots Productions
Paris

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Animare

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You can find a complete game solution in the official OUTCAST guide -available now from your games retailer.

12 - WORD FROM THE CREATORS

We've developed Outcast over the past four years in order to offer you a new experience, in the form of an ambitious game that stands out from established genres.

Our goal all throughout the development has been, of course, to entertain you, but also to share our vision of the game with you - a game that takes things one step further by giving you the chance to express yourself in several ways: action, adventure, strategy, observation...

But the experience doesn't stop there. Outcast invites you to dream, to escape into this parallel universe populated by exotic creatures. Adelpha is waiting for you, Ulukaï.

We thank you for your confidence and hope that Outcast will bring as much pleasure to you while you play it as it did to us while we created it.

Appeal.